IPhysicsProcessor + ~IPhysicsProcessor() + generateFrame() + spawnVoxel() + countVoxels() + spawnVoxelInArea() PhysicsProcessor Fallback context engine confia device allocatedGPUMemory - queue - pbo mem - pbo buff engineResources eConfig sumReturnValue - spawn voxelKernel sum voxelKernel - spawn voxel in areaKernel hostFallbackBuffer + allocateHostMemory() + structuresAsString() + kernelCodeAsString() + constructorMain() + configureMainKernel() + PhysicsProcessor Fallback() + ~PhysicsProcessor Fallback() + generateFrame() + spawnVoxel() + countVoxels() + spawnVoxelInArea()